AGB-AWYF-USA

Boulder Dash EX

INSTRUCTION BOOKLET

BDSF EX
SMBL

Kemco

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

CONTENTS

Getting connected

How to connect Game Boy® Advance Game Link® Cables

Items you need

Game Boy® Advance ———————————— Equal number to the number of players
"Boulder Dash®" Game Pak —————————— Equal number to the number of players
Game Link® Cables exclusively for Game Boy® Advance
  2 players ——————————————— 1 Game Link® Cable
  3 players ——————————————— 2 Game Link® Cable
  4 players ——————————————— 3 Game Link® Cable

Caution regarding communication play

In the following cases, the multi play may not work or may not be working.

  A Game Link® Cable that is not designed for Game Boy® Advance is being used.
  The Game Link® Cable is not inserted all the way in.
  Pulling out the Game Link® Cable while communicating.
  The Game Link® Cables or systems are not connected correctly.
  More than 5 systems are connected.

How to connect
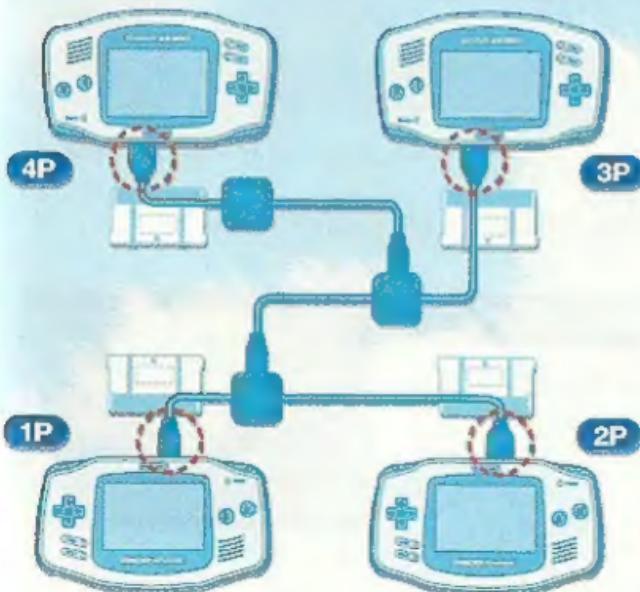
1. Make sure that the power of all systems is OFF.
2. Then insert Game Paks into each system.
3. Connect the Game Link® Cables together, and then connect them to each system.
4. Turn the power of all systems ON.
5. Please see page 8 for directions on how to play the game.

* When playing with 2 or 3 players, DO NOT connect systems and Game Link® Cables that are not being used.
* 1P should be connected to the smaller plug of the Game Link® Cable.

Connect the Game Link® Cables and systems referring to the illustration to the left. (Pay attention to the size of each plug)

EX & CLASSIC MODES

Dig into a double dose of Boulder Dash® puzzle and arcade fun in one incredible Game Pak!

HOW TO START A GAME

Insert the Game Pak into the Game Boy® Advance, turn on the power switch and wait for the title screen to appear.
At the title screen, press START to access the main menu.

MAIN MENU

At the main menu, choose from Boulder Dash EX, Boulder Dash Classic or Option modes.

Boulder Dash EX
EX Game
Classic Game
Options

Your Boulder Dash Game Pak features two challenging versions of BoulderDash: The new updated EX puzzle version and the original Classic arcade version.

THE BOULDER DASH EX GAME

There are two play modes in the EX game: Story mode and Battle mode. The goal of Story mode is to solve a myriad of puzzle stages and save Sonya from the Dark King. Battle mode is an arcade contest pitting you against computer-controlled and human-controlled EX game characters.
• Boulder Dash EX also features a Tutorial, a Card Collection and a Preview Scenes mode.

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THE BOULDER DASH CLASSIC GAME

It's a first class trip back to the pixilated prehistory of video games with the original Boulder Dash! The rules, graphics and sounds are exactly the same as the original computer version, but a special pause map option and a tutorial mode give you advantages that old joystick jockeys never had!

• Choose the cave and difficulty level that you want to explore on the Classic Game main menu.
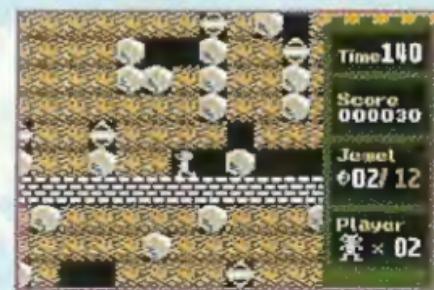
TUTORIAL MODE

Boulder Dash EX and Boulder Dash Classic game Tutorial modes offer important hints and tips for winning. Because each Boulder Dash game is different, new players should test out new techniques before moving on to the actual games.

EX GAME

CLASSIC GAME

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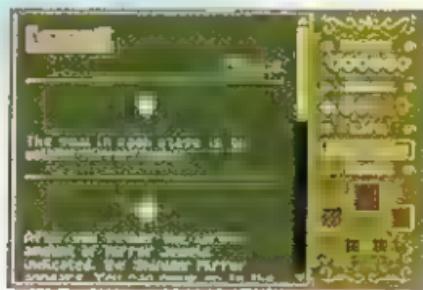
EX & CLASSIC MODES

It's easy to master the button functions used in both Boulder Dash games:

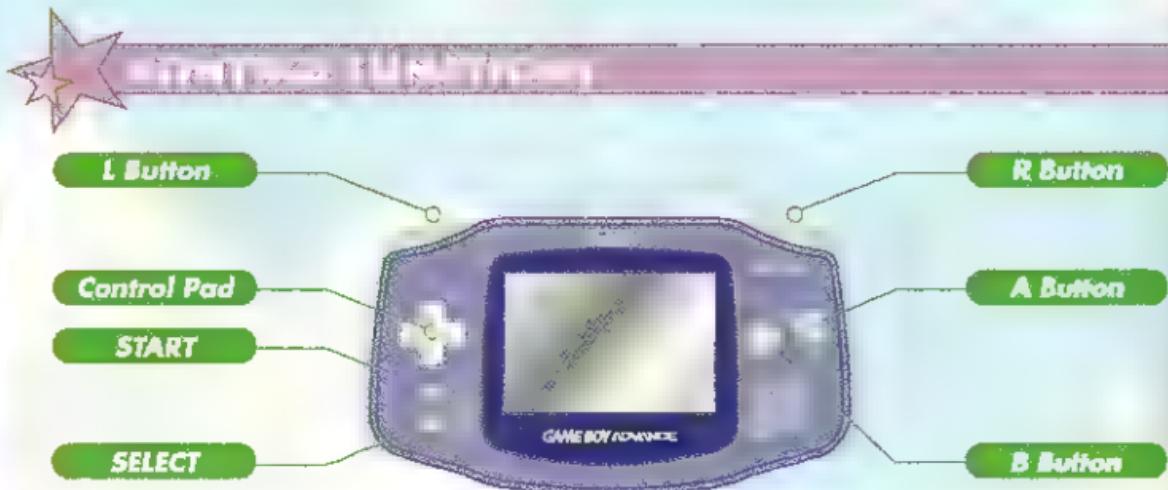BUTTON FUNCTIONS

L Button

R Button

Control Pad

A Button

START

SELECT

B Button

GAME BOY ADVANCE

L Button

Scrolls through the item inventory in a counter clockwise direction. Also scrolls through the cards in your EX mode card collection.

Control Pad

Moves the character and pushes rocks in both game modes. Aims certain items in EX mode.

START

Pauses the game and enters the Pause Menu.
CONTINUE: Returns to the game in progress.
MAP PREVIEW: Use the Control Pad to scroll over the entire stage layout.
RETRY: Restarts the stage currently in progress.
CHANGE STAGE: Changes to any stage that you've already opened.
EXIT: Ends the game.

SELECT

Pauses the game and enters the Map Preview mode. Press again to zoom in and out. Works in both game modes.

R Button

Scrolls through the item inventory in a clockwise direction. Also flips through the cards in your EX mode card collection.

A Button

Kicks a rock if you point at the rock with the Control Pad while pressing the A Button. In Classic mode, the A Button only pushes the rock a single space.

B Button

Activates the item currently selected in your inventory (the top item) in EX mode. When using a Super Pick, Time Bomb or the Magic Glove, press the Control Pad in the direction that you want to use the item, while pressing the B Button.

When using a Super Pick, Time Bomb or the Magic Glove, press the Control Pad in the direction that you want to use the item while pressing the B Button.

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EX GAME MODE

Once Upon A Time...

(Or how the insidious Dark King nabbed Sonya)

Once upon a time there was a quiet, tranquil place that nobody knew about except for a boy named Alex, a girl named Sonya and a nasty beast that we'll get to in a moment. Alex and Sonya were great friends and always played happily together.

One day Alex gave Sonya a surprise

"I have a present for you," he said.

"Here is a gift for you. I chose it because it matched your brooch."

"It will look wonderful with your pin."

"Oh, thank you," Sonya replied.

"This pin was a gift from my mother. Legend has it that this pin can ward off all kinds of evil.

"Wow!" said Alex.

That was all Alex could say because at that moment Dark King appeared! A blast of wind swept up Sonya and literally pushed her into a magical mirror. Alex barely caught a glimpse of Sonya before the mirror shattered.

"Sonya!" cried Alex.

EX GAME MODE

Dark King, Sonya and the mirror were gone. Alex stood holding Sonya's pin, surrounded by shards of the broken mirror. Slowly each fragment glittered, twitched and transformed into a radiant jewel. Shimmering and glowing, these jewels hovered for a moment before flinging themselves into a mysterious vortex created by the pin.

Soon all of the jewels were gone and a second magical mirror appeared before Alex. Would this mirror take him to Sonya?
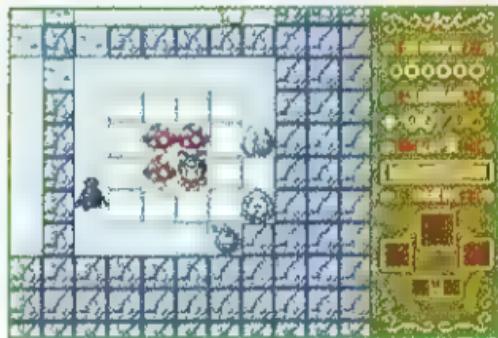
Alex leapt through the mirror and the adventure began.

You control Alex in Story mode. It's up to you to collect jewels and create magical mirrors to warp you to Dark King and Sonya. There are a total of six highly challenging worlds to explore.

EX GAME MODE

Collect Mirror Jewels!

The object in every stage is to collect as many Mirror Jewels as possible.

If you match the orange number of Mirror Jewels displayed on the right side of the screen, a Shining Mirror appears. If you can reach the Shining Mirror, you'll move on to the next stage, but keep in mind that you can sometimes collect more jewels than the orange target number. If you manage to gather all of the jewels in a stage, you'll accomplish something special called a Perfect Clear!

Review all of the cards that you collect in Story mode. These cards often contain useful information—especially the statistics on the monster cards!
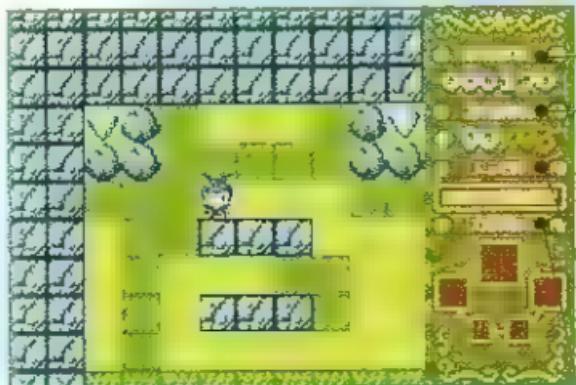
Score — The number of points earned in the stage

Jewels — The orange number on the right side of the screen indicates the number of jewels required to clear the stage
The white number is the jewel total collected so far.

Lives — Running into a tough monster or attempting to catch falling rocks or jewels depletes your life bar. The game ends if you lose all of your life energy.

Items — There's a rotating display of the items in your inventory in the lower right corner. The large item on top is always the equipped item available for immediate use. To select a different item, press the L or R Buttons to cycle through your inventory
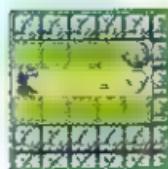
If you collect the specified number (orange) of jewels the Shining Mirror will will appear somewhere in the stage.

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EX GAME MODE

Complete all six worlds!

Use items wisely and you'll score a Perfect Clear!

EX Story mode features six intriguing worlds rich in varied environments, indigenous creatures and plenty of surprising hazards and challenges. If you overcome every obstacle you'll even find your pal Sonya!

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Whenever you clear an entire world, you'll be rewarded with a brief cinematic sequence Once you open a new scene, you can replay it and review the game credits at the Scene Preview menu.

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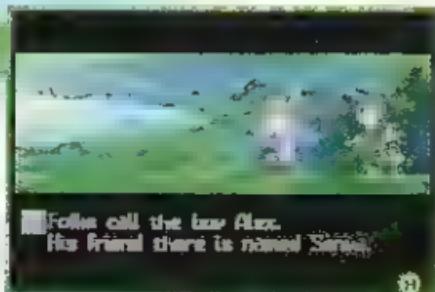
EX GAME MODE

Plan your winning strategies with the Map Preview command!

The Map Preview function is one of the most important features in the game. Use it to scout out potential traps, monsters and other hazards before you make risky moves.

Watch out for falling rocks!

Pulling items out from under rocks or stacking more than one rock on top of another will create hazardous avalanche conditions. Be careful!

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Kick rocks out of your way!

Before you can punt a rock, position Alex next to the stone. Now tap in the direction that you want to kick with the Control Pad while pressing the A Button. This will send the rock scooting off in the direction that you pointed on the Control Pad. If you're really good you might be able to squish an unlucky monster!

Collecting items makes stages easier to complete!

After you collect an item, think carefully about how you want to use it. Sometimes you'll need to utilize a combination of items to access a hard-to-reach Shining Mirror.

Beware of monsters!

Monsters inflict varying amounts of damage, but they all hurt!
Use rocks, Time Bombs, Magic Gloves and other items to destroy these beasts and you might win a card for doing so!

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EX GAME MODE

Mystical Mushrooms

Collecting mushrooms will either grant you amazing powers or destroy you. There are five types of mushrooms in the game, including the Energy Mushroom, which replenishes life, the Rapid Mushroom, which increases speed and the Mysterious Mushroom, which does something random — eat it and find out!

Hope Crystals

Powerful Hope Crystals will rotate an entire game stage. The arrow etched on the gem indicates the direction that the Hope Crystal turns the stage. Because these rare crystals are highly prized, they're hidden in places like tree stumps or cacti. Look for the curved arrow design on seemingly ordinary objects.

The Magic Glove

Use the Magic Glove to pick up distant objects and pull them within your grasp using the Magic Glove temporarily immobilizes you, so stay out of the way of wandering monsters. To activate the Magic Glove, press and hold the B Button and then press the Control Pad in the direction you want the Magic Glove to grab. Try using the Magic Glove to catch and relocate monsters, too!

Super Pick

Swinging the Super Pick and breaking rocks can open blocked passages. To use a Super Pick, press and hold the B Button and then press the Control Pad in the direction of the rock that you want to crush. Each pick can only be used once.

Time Bombs

Time Bombs will destroy everything but the toughest rock walls within a 3x3 explosion radius. A three-second fuse counts down the moment you place the bomb, so make sure that you're out of the way of the blast before time runs out. To detonate a bomb, press and hold the B Button and then press the Control Pad in the direction that you want to place the bomb. Once the timer starts, retreat as quickly as possible.

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EX GAME MODE

Play against the computer or friends!

Who will win?
It's a matter of speed and technique!

Alex

Multi player mode is an arcade contest against the computer and other human opponents. The object is to capture as many Mirror Jewels as possible from other players in each stage. Up to four players can play against each other on one Game Pak. The winner is the player who collects the most Mirror Jewels. Add a challenging twist by using inventory items to rotate the stage or set time bomb traps. Winning this game isn't about luck—it takes pure skill to earn the championship title!

Nick

One Player

A one-player Battle contest
You're pitted against the computer.
Don't let hack into your winning strategies!

Multi Player

A two- to four-player Battle contest
Using the Game Boy® Advance Game Link®
Cable, connect to other systems and play against
your friends. See pages 4 and 5 for instructions
on connecting your Game Boy® Advance systems
with Game Boy® Advance Game Link® Cables

CUSTOMIZE THE FOLLOWING BATTLE MODE OPTIONS:

Time Select : Select the time duration for each stage battle
Stage Select : Define the number of stages played to determine the champion
Character Select : Assign certain game characters to specific players in Battle mode
Computer Select : Determine the number of opponents controlled by the computer

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CLASSIC GAME MODE

Unearth the glory of the original arcade hit! Play Boulder Dash Classic mode!

Do you have the skills to dig up all stages?

Boulder Dash Classic is based on the original title and features many stages, with different difficulty levels, but the Map Preview option gives you an added advantage unavailable two decades ago!

Your goal is to collect jewels as you dig underground.

The hero of Classic mode is Rockford™, a turbo-charged tunneler assigned to dig out a tunnel while collecting jewels. After you collect a specific number of jewels, you'll open an escape passage somewhere in the stage. If you reach the exit before time runs out, you'll complete the stage! Accomplish this feat while carrying jewels in excess of the target goal number and you'll earn twice as many points!

Timer	Indicates time remaining in the stage
Score	Displays earned points.
Jewels	The orange number on the right is the target number of jewels needed to clear the stage. The white number on the left shows the number of jewels collected so far
Player	This is the number of lives remaining. The game ends when this number reaches zero

Heads up! Falling rocks!

Consider the risks of where you want to dig before you start burrowing. If a rock or jewel falls on you, you lose a life

Magic Mining

There's a special technique in Boulder Dash Classic called Magic Mining, which involves picking up a jewel, pushing a rock or digging dirt, without moving. To accomplish this press the Control Pad in the direction of the jewel or earth to be dug while holding the A Button

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Unearth a daunting army of fiends and tricky traps!

### Fireflies and Butterflies swarm throughout the Firefly and Butterfly Caves.

Unlike enemies encountered by Alex in the EX Game, Rockford can lose a life just by touching a Firefly or Butterfly. Be careful! Dropping a rock on these foes creates a huge explosion. The trick is to make sure that you're clear of the blast. If a Butterfly explodes it will transform into 9 Jewels.

Amoebas

Amoebas multiply over time, so it's important to try to contain swarms by surrounding them with rocks. Amoebas contained by rocks eventually turn into Jewels, but roaming Amoebas gradually petrify into rocks.

Magic Wall

Magic Walls resemble ordinary walls, but they shudder if hit. If you drop rocks on a Magic Wall while it is shaking, the rocks transform into Jewels if there is space for them below the wall. Dropping Jewels on a moving Magic Wall turns the precious stones into rock.

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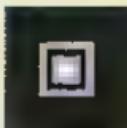
OPTIONS

SOUND SETTINGS

Adjusts the volume of the background music and sound effects

DATA DELETE

Erases all progress and scores in your game

NOTE

NOTE

WARRANTY SUPPORT/CUSTOMER SERVICE INFORMATION

KEMCO warrants to the original purchaser of this KEMCO software product that the product(Game Pak) is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The KEMCO software program is sold "AS IS" and without any expressed or implied warranty of any kind, and KEMCO agrees to either repair or replace, at its option, free of charge, the noncomplying KEMCO software products provided it is returned by the original purchaser, postage paid, with original proof of purchase, to KEMCO's Factory Service Center.

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14711 NE 29th PL, Suite 215, Bellevue, WA 98007
BoulderDash EX Customer Support telephone number is : 425 869 8000

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